

Tên:

Lớp: S8...

Ngày giao bài: Thứ, ngày/.....

Ngày nộp bài: Thứ, ngày/.....



Week: 38

Ngữ pháp HW:

Độc HW:

GRAMMAR REVISION & READING

A. THEORY

1. Grammar revision



REPORTED SPEECH



1 Câu trần thuật

S + said / said to sb / told sb (that) + S + V (lùi thì).

Ví dụ: Tom said, 'I am tired.' → Tom said (that) he was tired.



2 Câu hỏi



1 Yes / No questions: S + asked / wondered / wanted to know + if / whether + S + V (lùi thì).

Ví dụ: He asked, 'Do you know Bill?' → He asked if I knew Bill.

2 Wh- questions: S + asked / wondered / wanted to know + Wh-word + S + V (lùi thì).

Ví dụ: She asked, 'Where do you live?' → She asked where I lived.



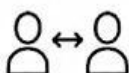
Đổi trật tự câu hỏi thành câu trần thuật.

3 Quy tắc cần nhớ



Lùi thì:

- HTĐ → QKĐ
- HTTD → QKTD
- HTHT → QKHT
- QKĐ → QKHT
- will → would
- can → could



Đổi đại từ
cho phù hợp.



Đổi từ chỉ thời gian /
nơi chốn:

- now → then
- today → that day
- tomorrow → the next day
- yesterday → the day before
- here → there



Không lùi thì khi:

- động từ tường thuật
ở hiện tại / tương lai
- sự thật hiển nhiên
- câu điều kiện loại 2,
3 / wish

4 Lỗi sai phổ biến

	Sai	Đúng
1 Quên lùi thì	She said that she is tired.	She said that she was tired.
2 Không đổi đại từ	Tom said that I loved my job.	Tom said that he loved his job.
3 Không đổi từ thời gian	He said he would call me tomorrow .	He said he would call me the next day .
4 Giữ trật tự câu hỏi	She asked where did I live.	She asked where I lived .
5 Dùng sai said / told	She said me that she was busy.	She told me that she was busy.

2. Extra vocabulary

Con bấm vào link/code để nghe và đọc lại từ vựng nhé:
<https://soundcloud.com/ms-chi-english/viet-week-38-extra-vocabulary>



No.	New words	Meanings	No.	New words	Meanings
1	invite visitors to do something (phr.)	mời/khuyến khích khách tham quan làm gì	5	social event (n)	sự kiện mang tính giao lưu/xã hội
2	offer somebody the chance to do something (phr.)	cho ai cơ hội làm gì	6	go into something (phr.v)	được dùng/đầu tư vào việc gì
3	main attraction (n)	điểm thu hút chính	7	educational purpose (n)	mục đích giáo dục
4	a wide range of something (phr.)	nhiều loại/phạm vi rộng các thứ gì	8	originally (adv)	ban đầu/lúc đầu

B. CLASSWORK

GRAMMAR

I. Complete the reported sentences. Write the missing words.

1. "I need your advice now," Anna said.
→ Anna said that she _____ my advice _____.
2. "We are preparing for the speaking test," the students said.
→ The students said that they _____ for the speaking test.
3. "I visited this museum last month," David said.
→ David said that he _____ that museum _____.
4. "My sister will study abroad next year," Jenny said.
→ Jenny said that her sister _____ abroad _____.
5. "I have never seen this film before," Mark said.
→ Mark said that he _____ that film before.
6. "Do you usually read books in your free time?" the teacher asked me.
→ The teacher asked me _____ books in my free time.
7. "Where did you buy these shoes?" Lisa asked Tom.
→ Lisa asked Tom _____ shoes.
8. "The Earth goes around the Sun," the teacher said.
→ The teacher said that _____ around the Sun.

II. Somebody says something to you which is not what you expected. Use your own ideas to complete your answers.

1. a: I'm going out tonight.
b: Are you? I thought you said _____ at home.
2. a: Sue is coming to the party tonight.
b: Is she? I saw her a few days ago and she said she _____.

3. a: Sarah gets on fine with Paul.
b: Does she? Last week you said _____ each other.
4. a: Joe knows lots of people.
b: That's not what he told me. He said _____ anyone.
5. a: Jane will be here next week.
b: Oh, really? When I spoke to her, she said _____ away.

READING

I. Pre-reading

1. Look at the title: "Computer game exhibition". Circle the ideas you think the text may mention.

- A. old video games
- B. famous game characters
- C. parents and children playing together
- D. how to design a game at home
- E. how games have changed over time
- F. the best video games to buy
- G. jobs in the video game industry
- H. dangerous effects of gaming

2. What is the function of each sentence?

1. However, not everyone enjoys playing video games. _____
2. They also learn how old computers worked. _____
3. As a result, many families enjoy the sessions together. _____
4. For example, some old computers were used in schools. _____
5. This helps visitors understand how games are created. _____

Functions:

- A. gives an example
- B. adds information
- C. shows contrast
- D. gives a result
- E. explains purpose

II. Reading

Questions 16–20

Five sentences have been removed from the text below.

For each question, choose the correct answer.

There are three extra sentences which you do not need to use.



Computer game exhibition

Have you ever tried playing the kind of video games that your parents played? The Museum of Science in Manchester, in the UK, has held an exhibition for the last few years, which invites visitors to do exactly that. It offers them the chance to play games from the last 40 years, in various sessions throughout the day.

These video games sessions have now become one of the main attractions of the museum. They are full of people every day, playing a wide range of games.

16 For parents, for example, these are usually the games they used to play in their childhood.

There's also an educational purpose to the games. For instance, some old types of computer, dating back 40 years, are also available in the sessions. They were originally used in classrooms to teach pupils to write their own computer programs.

17 Now, the museum is holding workshops that encourage children to learn similar skills – and they're still very popular.

The sessions are also seen as social events, as people discover how much fun it is to play video games with other family members. And there's also an area at Power Up! where a number of visitors can sit down together. **18** And nowadays, this is often how fans of video games are more likely to experience playing.

The exhibition also shows how much progress technology has made over the last 40 years. Parents can often remember playing very simple games. But the games that are played today are more complex. **19** And the players also have to use much more complicated techniques.

However, one serious side of the exhibition is that organisers also want to show that video gaming is an important industry, employing many skilled people.

20 That way, people who enjoy gaming will also understand all the hard work, talent and imagination that goes into creating these amazing games.

- A Visitors each pay for 90-minute sessions.
- B And at the time, it helped lots of young people to do that.
- C So they hope the exhibition will share this message.
- D But not everyone thinks it's a lot of fun.
- E However, visitors often choose the ones they're familiar with.
- F They have better storylines and animation, too.
- G They also create the music to go with the game.
- H Then they can all enjoy playing the same game.

C. HOMEWORK

GRAMMAR (14 questions)

I. Con học thuộc nghĩa của từ, chỉnh phát âm theo từ điển và chép mỗi từ ở phần 2. Extra Vocabulary (trang 2) 1 dòng vào vở ghi.

II. Choose the correct answers.

- Which structure is correct for statements in reported speech?

A. S + asked + if/whether + S + V	B. S + said/told + that + S + V
C. S + said + did + S + V	D. S + asked + Wh-word + V + S
- Which sentence does NOT require tense backshift in reported speech?

A. "I am watching TV."	B. "She has finished her work."
C. "They went to the cinema."	D. "The Earth moves around the Sun."
- "I am studying for my test now," she said.
→ She said that she _____ for her test then.

A. was studying	B. is studying
C. studied	D. had studied
- Which is the correct reported form of this sentence?
Tom said, "I bought this jacket yesterday."

A. Tom said that he bought this jacket yesterday.
B. Tom said that I had bought that jacket the day before.
C. Tom said that he had bought that jacket the day before.
D. Tom said that he has bought this jacket yesterday.
- Which structure is correct for Yes/No questions in reported speech?

A. asked + did + S + V	B. asked + if/whether + S + V
C. asked + S + do/does + V	D. asked + whether + did + S + V
- "Where do you live?" she asked me.
→ She asked me _____.

A. where do I live	B. where did I live
C. where I live	D. where I lived
- Which change is correct in reported speech?

A. tomorrow → the next day	B. yesterday → the next day
C. now → today	D. this → these

III. Complete the following sentences in reported speech.

- "I have already sent the email," Lisa told me.
→ Lisa told me _____.
- "Do you need any help with this exercise?" the teacher asked me.
→ The teacher asked me _____.
- "We are meeting our coach here tomorrow," they said.
→ They said _____.
- "Why did you leave the party so early last night?" Mark asked Anna.
→ Mark asked Anna _____.
- "I can't attend the meeting because I am sick," Peter said.
→ Peter said _____.

6. “My parents will visit me next month,” Emma said.

→ Emma said _____.

7. “Where have you put my dictionary?” Tom asked his sister.

→ Tom asked his sister _____.

READING PRACTICE (10 questions)

Lưu ý:

1. Khi làm bài tập có từ mới, các con phải tra từ điển. Sau khi tra từ điển, các con chép mỗi từ mới **1 dòng** để ghi nhớ.
2. Các con gạch chân các từ khoá chính trong bài.

Read the text from Classwork (page 4) again and do the following exercises.

Exercise 1: Choose the correct answer A, B, or C based on the text.

1. **Where is the exhibition held?**
 - A. In a school
 - B. In a museum
 - C. In a cinema
2. **What can visitors do at the exhibition?**
 - A. Buy new computers
 - B. Play video games from the past
 - C. Watch a film about games
3. **Why do parents often choose some old games?**
 - A. They played them when they were children.
 - B. They are cheaper than new games.
 - C. They are the most difficult games.
4. **What did old computers help pupils learn?**
 - A. How to play football
 - B. How to draw pictures
 - C. How to write computer programs
5. **What do the organisers want to show?**
 - A. Video games are bad for children.
 - B. Video gaming is an important industry.
 - C. Museums should stop using technology.

Exercise 2: Decide if each statement is True or False.

1. The exhibition lets visitors play video games from the last 40 years. → _____
2. The video game sessions are not very popular at the museum. → _____
3. Some old computers were used in classrooms to teach pupils computer programming. → _____
4. At Power Up!, visitors can sit together and enjoy playing the same game. → _____
5. The organisers want to show that video gaming is only for fun and not a real industry. → _____